



STRATEGIC SIMULATIONS INC



FALL 1984 CATALOG

SSI: A CUT ABOVE

At SSI, our state-of-the-art computer games are designed with one purpose: To provide you with strategy simulations that are sophisticated, thought-provoking, exciting, and playable.

In short, just plain fun.

Our games cover a broad range of subject matter and are designed for all of the most popular home computers: Apple®, Commodore 64™, Atari®, IBM®PC (and PCjr®), and TRS-80®. This means at least one of them will be right for you. But as varied as our programs may be, they all share common features which meet our demanding standards of excellence.

To approximate the "you-are-there" feeling so vital in game playing, all our simulations are created with loving attention to accuracy, realism and meticulous detail.

We also recognize the frustration of not having a ready and able opponent when the urge to play strikes. Therefore, we've made sure the computer can serve as your ever-ready adversary in solitaire play. And if you're expecting a pushover, you're in for quite a surprise.

We are a company proud of its quality products, proud enough to say:

"SSI. A Cut Above."

Our 14-day "satisfaction-or-your-money-back" guarantee is the expression of our utmost confidence that you'll agree.

TECHNICAL HOTLINE NUMBER: (415) 964-1200

If you have any **technical** questions or problems regarding any of our games, you can call our **HOTLINE NUMBER: (415) 964-1200** every weekday, 9 to 5 (PST).

General questions (about prices, availability, etc.) should be directed to: (415) 964-1353 during regular office hours (PST).

A SPECIAL NOTE TO CASSETTE OWNERS

Owners of cassette version games who wish to convert to disk format may now purchase backup disks directly from SSI for only \$10.00.

ACCELERATORS FOR FASTER PLAY

Recently, it has come to our attention that accelerators for the Apple® are available from several manufacturers. They claim that accelerators can increase play speed by up to 3½ times. We are aware of two manufacturers in particular:

- 1) MCT, 1745 21st Street,
Santa Monica, CA 90404.
List price: \$295.
- 2) TITAN TECHNOLOGIES,
INC., 3990 Varisty Drive,
Ann Arbor, MI 48104.
List price: \$595.

SSI makes no claims about these products. We can point out that we've tried Titan's accelerator on some of our games, and it does speed up play tremendously.

For more information, please contact the manufacturers directly.

Look for our games at your local computer/software or game store today.

If there are no convenient stores near you, VISA and M/C holders can order directly by calling **toll free: 800-227-1617, ext. 335**. In California, call 800-772-3545, ext. 335.

To order by mail, send your check to: SSI, 883 Stierlin Road, Bldg. A-200, Mountain View, CA 94043-1983. California residents, add 6½% sales tax. Be sure to specify the computer format of the game.

Please add \$2.00 to your order for shipping & handling. Allow 2-4 weeks for delivery.

SPECIAL CLOSE-OUT BARGAINS

CLOSE-OUTS AT 50% OFF:

CYTRON MASTERS

Apple/Atari disk: \$19.98

Atari cassette: \$17.48

QUEEN OF HEARTS

Apple & Atari disks: \$17.48 each

S.E.U.I.S.

Apple disk: \$19.98

THE SHATTERED ALLIANCE

Apple disk: \$29.98

Atari disk: \$19.98

GALACTIC GLADIATORS

Apple disk: \$19.98

IBM disk: \$19.98

½ PRICE ZIPLOCK-BAGGED GAMES

While supplies last, we are selling the following Apple-only games in ziplock bags at half price:

- ☐ COMPUTER CONFLICT: \$19.98
- ☐ OPERATION APOCALYPSE: \$29.98
- ☐ SOUTHERN COMMAND: \$29.98
- ☐ ROAD TO GETTYSBURG: \$29.98

Due to last-minute entries, the Commodore 64™ **FORTRESS** Tournament winner will be announced in our next catalog.

French translations of some of our games are available from:

COMPUTERRE

959 Northwest S3rd Street
Ft. Lauderdale, FL 33309

And if you ever find yourself Down Under, you can obtain SSI games from our Australian distributor:

THE JEDKO GAMES CO., PTY. LTD.
134 Cochranes Road
Moorabbin, Victoria 3189
AUSTRALIA

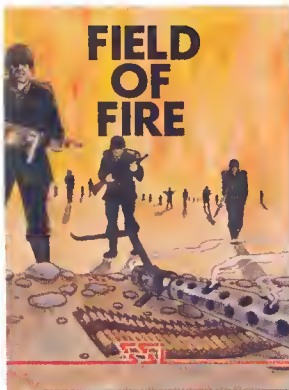
Or sail north to our Japanese distributor:

STARCRAFT INC.

Tomizawa Bldg., 4th Floor
2-23-4 Minamitakebukuro
Toshima-ku, Tokyo JAPAN

NEW WORLD WAR II GAMES

\$39.95 ATARI® & C-64™
Available October 1



One of the finest fighting forces during World War II was Easy Company of the First Infantry Division. Now, **FIELD OF FIRE™** takes you back in time to assume command of these heroic men, retracing eight of their historical battles in North Africa and Europe.

Dividing your company into fireteam units of six men each, you'll direct a night raid in North Africa, lead the storming of Omaha Beach on D-Day, even conduct a defensive delaying action in the Battle of the Bulge!

Although special attention has been paid to the Hi-Res color graphics and lively sound effects, the thrust of the game is toward planning and execution. You'll need to apply such military concepts as concentration of force, cover fire, flanking and selective maneuver. And you must recognize the strengths and weaknesses of your various units: Tanks, rifle and bazooka teams, engineers, artillery forward observers and machine gun crews.

The enemy is directed by your cunning computer. With three levels of difficulty, it will challenge novices and battle-hardened veterans alike!

\$59.95 APPLE®, ATARI® & C-64™
Available October 1



BREAKTHROUGH IN THE ARDENNES™ represents SSI's dedicated efforts to provide a close look at one of the most popular wargame topics: The Battle of the Bulge.

Designed for the avid strategist, this regimental/brigade-level simulation possesses exhaustive features and combat rules. It covers the battle in twelve turns, each representing a full day of operations. These include supply, air strikes, allocating corps artillery, building-up and breaking-down regiments and divisions, constructing and destroying bridges, fortifying, changing modes and moving units.

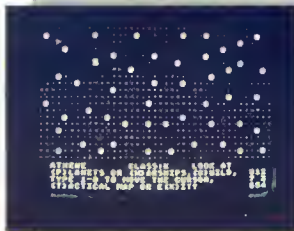
All infantry, engineer, airborne and armored units are historically rated for combat strength, efficiency, fortification level, supply status, mode and artillery support content. Weather, which played such a major role in the real battle, is also taken into account.

Now is your chance to answer the burning question: "How would the Battle of the Bulge have ended if I were in command?"

In solitaire, the computer directs the American forces.

NEW SCI-FI AND WAR GAMES

\$39.95 APPLE® & ATARI®
Available October 1



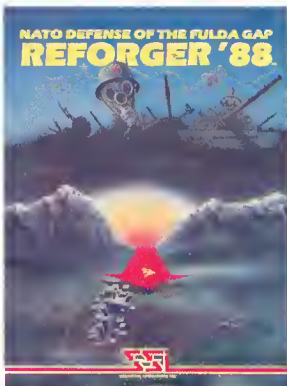
Imagine an expanse of 50 solar systems. You are master of a planet whose resources can be allocated for construction of warships and transports, planetary defense, armies, industrial complexes and research. Against up to three players, human or computer, you strive to amass power through negotiations or war.

Design your own legion of starships ranging from explorers to battleships. They are rated for different weapon systems, defense and evasive capabilities, armor, speed and size. Each warship in your fleet can be individually monitored and repaired.

Once you discover an independent world, you can try to convince it to join your empire. Should diplomacy fail, there is always brute force. You dispatch ships to transport your armies to the planet surface where they must not only subjugate the populace, but also suppress subsequent guerrilla resistance.

Just as Julius Caesar once forged the Roman Empire, you'll now struggle to control the stars and create...the IMPERIUM GALACTUM.

\$59.95 APPLE® & ATARI®
Available now



Once every year, NATO forces embark on a military exercise that simulates defense of a Soviet strike into West Germany. Specifically, it tests NATO's ability to transport American reinforcements from the U.S. to the Rhien-Main airbase in Frankfurt. The success of such an operation demands that NATO troops in W. Germany withstand the Russian onslaught long enough for the reinforcements to arrive.

The name of this exercise: Reforger.

Now, REFORGER '88™ makes the simulation available to every ardent wargamer. The Fulda Gap is chosen as the focal point of the Russian attack.

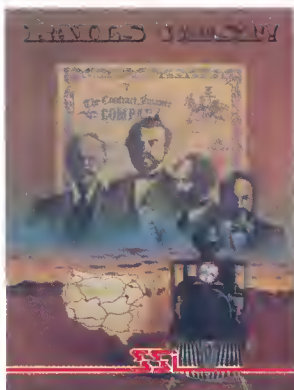
Reforger '88 is a grand-tactical game of incredible resolution: Every infantry squad, every tank, APC, aircraft, gun and missile system is accounted for. It is so detailed that every aircraft squadron is categorized by its planes, such as the F-15, F-111, Tornado, AH-64, MiG-23, SU-24, and MI-24. Chemical warfare is also included. Two scenarios are provided: Surprise Attack and Advance Warning.

During solitaire play, the computer directs the Russians.

NEW CONVERSIONS



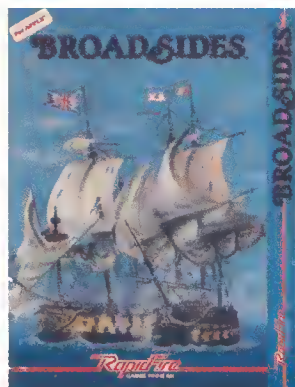
\$39.95 **COMMODORE 64™**
Available now



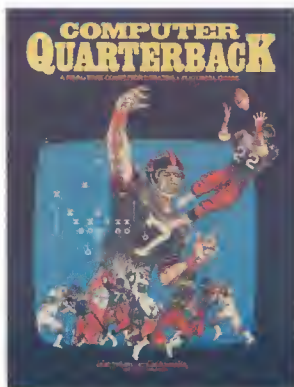
\$39.95 **COMMODORE 64™**
Available now



\$59.95 **COMMODORE 64™**
Available now



\$39.95 **COMMODORE 64™**
Available October 1



\$39.95 **COMMODORE 64™**
Available October 1



\$39.95
Available
October 1
COMMODORE 64™

Who will be
our next president?
Stage your own race
between Reagan
& Mondale, and
find out before
November!

IN THE WORKS

□ **NORWAY 1985™**, the fourth game in our "When Superpowers Collide" series □ A gunfight game in the "old West" genre.
□ A game on the War in the Pacific, 1941-45. □ A game on the Battle of Gazala, 1942.

Atari® conversions are planned for: Germany 1985, Bomb Alley, Guadalcanal Campaign; and Fighter Command.

Commodore 64™ conversions are planned for: Fighter Command, Objective: Kursk, War in Russia, and Reforger '88.

SECOND EDITIONS & UPDATES

FOR APPLE ONLY

Disk labels with "Version 1.1" identify the updated disks of the first six games listed below. Update disks below are \$10 each, except for Computer Quarterback, Germany 1985, Broadsides (\$15 each), and Computer Ambush (\$20).

COMPUTER BISMARCK™:

Our proprietary RDOS allows for slightly faster play.

GUADALCANAL

CAMPAIGN™: We've made many subtle improvements to the game (for example, a better-playing computer during solitaire).

CARTELS & CUTTHROATS™:

RDOS allows for slightly faster play.

COMPUTER AIR COMBAT™:

Plays faster and lets you use the new warplane data disk.

OPERATION APOCALYPSE™:

RDOS speeds up play by 20 to 30 minutes.

THE WARP FACTOR™:

RDOS allows for slightly faster play.

COMPUTER

QUARTERBACK™: The Second Edition.

We've made a great strategy football game even better. Now, whether you play a two-player game or against the computer,

you can draft a team to your very own specifications. And with our NFL Teams Data Disk (available separately), you can use actual pro teams! Sound effects such as whistles and sirens (after a touchdown) have been added to give the game a real flair. Improved graphics provide a cleaner and clearer look. An improved base model of NFL football makes this game unequalled in realism and excitement. **\$15.00** to SSI gets you the new disk and rulebook.

COMPUTER AMBUSH™: Improved Edition.

Thanks to its all-new assembly language program, the new edition of COMPUTER AMBUSH plays **40 times faster** than before!

Now, you can create your own soldiers, rearranging their combat characteristics to your own specifications. You can also distribute weapons among your men as you like, even transfer weapons from one soldier to another as play progresses.

For those of you who loved the old COMPUTER AMBUSH but hated its limitations, your hopes and dreams have been answered! For those of you new to the game, all we can say is: Check your blood pressure and pulse and jump in! If you already have the old COMPUTER AMBUSH, send **\$20.00** to SSI and we'll mail you the update. The complete game goes for **\$59.95**.

GERMANY 1985™:

The Second Edition.

A new rulebook, improved documentation, and new, easier-to-use air strike rules make this game a real "superpower" in our ongoing series.

BROADSIDES™:

The Second Edition.

A few minor improvements including the option to avoid guessing ranges in the tactical game.

NOTE: Backup disks for all our games are now available directly from SSI for \$10.00.

T-SHIRTS & POSTERS

Color posters of KNIGHTS OF THE DESERT™ and QUESTRON™ are now available directly from SSI. Printed on the finest heavyweight stock with the best lithographic process, they are truly superb pieces of art. Price: **\$2.50 each**.

We're also offering T-shirts depicting one of our most popular games — BROADSIDES™. Printed in two colors on all-cotton heavy shirts, they come in Small, Medium Large and X-large (adult men sizes). Price: **\$7.50 each** (please

specify size).

The QUESTRON poster and BROADSIDES T-shirt will be available after October 1, 1984.

NOTE: Please add \$2.00 to your order for shipping & handling.

Get More out of Your Computer Games!

The staff at SSI highly recommends COMPUTER GAMING WORLD, a bi-monthly magazine dealing with the personal computer game hobby. In addition to

reviews, CGW has strategy/tactics, game design notes, contests, game ratings, and many other features that make it invaluable for the serious gamer. Subscriptions are

available for **\$12.50** per year; **\$2.75** for a sample issue.

Write to: COMPUTER GAMING WORLD, P.O. Box 4566, Anaheim, CA 92803-4566.

DATA DISKS

All data disks are for the APPLE unless otherwise specified,
and all are available directly from SSI for \$15.00 each.

Computer Quarterback™ 1983 NFL TEAMS DATA DISK.*

Same as 1982 data disk, but with
1983 teams. Available now.

Computer Quarterback™ 1982 NFL TEAMS DATA DISK.*

Same as 1981 data disk, but with
1982 teams.

Computer Quarterback™ 1981 NFL TEAMS DATA DISK.*

Same as 1980 data disk, but with
1981 teams.

Computer Quarterback™ 1980 NFL TEAMS DATA DISK.*

This contains player statistics for
all 1980 and several historical NFL
teams.

Computer Baseball™ 1983 TEAMS DATA DISK & STATISTICS COMPILER.

Same as 1982 data disk, but with
1983 teams. Both Apple® and
Commodore 64™ versions
available September 1.

Computer Baseball™ 1982 TEAMS DATA DISK & STATISTICS COMPILER.

Same as 1981 data disk, but with
1982 teams. Commodore 64™
version also available.

Computer Baseball™ 1981 TEAMS DATA DISK & STATISTICS COMPILER.

Update your major-league match-
ups with stats for all the 1981 AL
and NL teams. A stat compiler is
featured; it records all perfor-
mance statistics of games played
using this disk.

Computer Baseball™ 1980 TEAMS DATA DISK.

Update your major-league match-
ups with stats for all the 1980 AL
and NL teams.

Professional Tour Golf™ COURSE MODULE #1.

This contains configurations and
statistics for the "real" Oakmont
and Merion courses, detailed
down to the last bunker and pin
location. Commodore 64™ ver-
sion also available.

The Shattered Alliance™ TOOL KIT.

This will allow
you to construct armies and maps
to your own specifications.

Computer Air Combat™ PLANES DATA DISK.

Contains over 50 planes from
World War II and the Korean War
For version 1.1 of Computer Air
Combat™ only.

* This disk can only be used with
the second edition of Computer
Quarterback™.

MORE DATA DISKS

305 Computer Baseball™ TEAMS.

This unique 5-disk
set from CB Enterprises features
every pennant and division winner
from 1900 to 1979. It also contains
dozens of notable and notorious
teams, including the 1962 Mets,
1952 Pirates, 1930 Phillies, 1941 Red
Sox, 1915 Tigers. Entire set only
\$60.00 postage paid, or send for
a FREE team list and order just the
ones you want. Send orders and

requests to: CB Enterprises,
5678 Biscayne Dr., Lake Worth,
FL 33463. Checks or money orders
only, please. Florida residents add
applicable sales tax.

The Cosmic Balance™ SHIPYARD DATA DISK.

Contains over 20 ships that com-
peted in COMPUTER GAMING
WORLD's Cosmic Balance™ Ship
Design Contest (including the win-

ner's and judge's ships). Please
specify APPLE or ATARI when
ordering.

Available from: Computer
Gaming World, P.O. Box 4566,
Anaheim, CA 92803-4566 for \$15.

CB Enterprises and Computer Gaming
World are not affiliated with SSI. We are
not responsible for their products and
announce them here for your informa-
tion only.

THE COMPLETE LINE C FROM STRATEGIC

For the next eight pages, you'll be getting a complete, but quick, overview of all of our games. They fall into five major categories:

- Wargames
- Sports & General Topic

- Sci-Fi/Fantasy
- Role-Playing
- Educational Entertainment

Each game is further categorized as either Advanced, Intermediate, or Introductory.

ADVANCED means the game is for those familiar with the concepts of strategy simulation. If you're interested in a tough or complex game, this is for you.

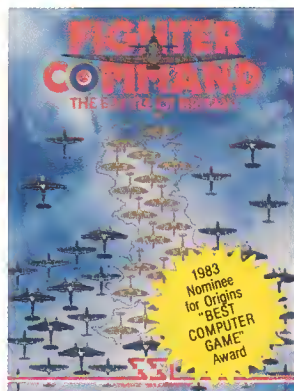
WARGAMES



New, improved edition lets you wage World War II man-to-man combat 40x faster than before!
By Ed Williger & Larry Strawser.
ADVANCED. APPLE & ATARI.



A very detailed grand-tactical simulation of the Battle of Kursk, Russia in 1943 involving more than 4000 tanks.
By Gary Grigsby.
ADVANCED. APPLE & ATARI.



A superb strategic-level simulation of the RAF against the Luftwaffe during the Battle of Britain.
By Charles Morrow & Jack Avery.
ADVANCED. APPLE.

WARGAMES



If you call yourself a bona-fide war-gamer, you must play this division-level simulation of the Russian War, 1941-44! By Gary Grigsby.
ADVANCED. APPLE & ATARI.



Take command in this detailed regimental/brigade-level simulation of the Battle of the Bulge.
By Dave Landrey & Chuck Kroegel.
ADVANCED. APPLE, ATARI & C-64.



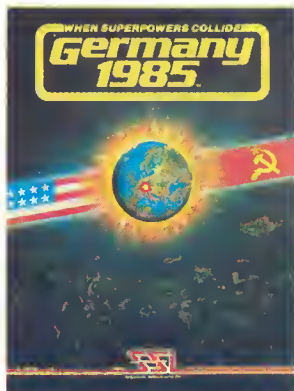
You become Napoleon as you reenact his notorious campaigns at Leipzig and Waterloo.
By Paul Murray.
ADVANCED. APPLE.

OF COMPUTER GAMES SIMULATIONS INC

INTERMEDIATE applies to the games that are easier to absorb, quicker to understand. They can serve as the perfect stepping stones to Advanced games, but are challenging and intriguing in their own right.

INTRODUCTORY games are ones that everyone can enjoy. It doesn't mean the game is simplistic, just simple to understand. In most cases, a quick glance at the rulebook will be all that's needed to start play.

For a complete list of our games broken down by computer, please see pages 12 and 13. You'll also find prices and ratings for playability, realism and excitement derived from our customer response cards.



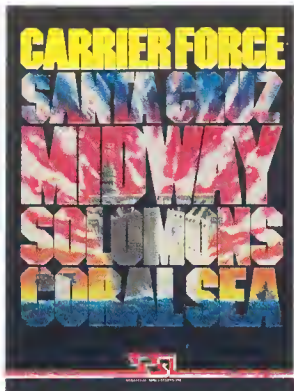
NATO forces must repel the Soviet invasion of West Germany...when superpowers collide!
By Roger Keating.
ADVANCED. APPLE & C-64.



The U.S. Rapid Deployment Force must take Soviet-captured oilfields in Saudi Arabia. Second in the "Superpowers" series. By Roger Keating.
ADVANCED. APPLE & C-64.



West Germans invade East Germany in an attempt to free West Berlin. Third in the series: "When Superpowers Collide." By Roger Keating.
ADVANCED. APPLE & C-64.



Four classic carrier battles in the Pacific during World War II: Midway, Santa Cruz, Eastern Solomons and Coral Sea. By Gary Grigsby.
ADVANCED. APPLE, ATARI & C-64.



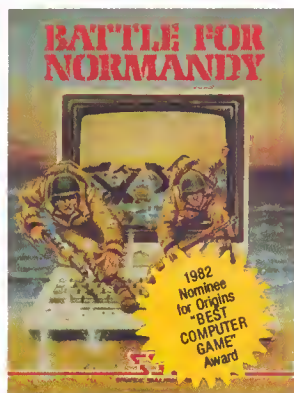
NATO forces must defend Frankfurt and its vital airspace when Warsaw Pact troops invade through the Fulda Gap. By Gary Grigsby.
ADVANCED. APPLE & ATARI.



British ships and aircraft attempt to rid the North Atlantic of Nazi Germany's deadly battleship.
By John Lyon.
INTERMEDIATE. APPLE.

WARGAMES

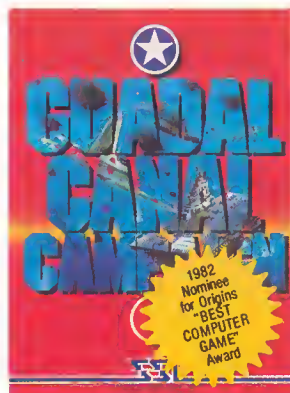
WARGAMES



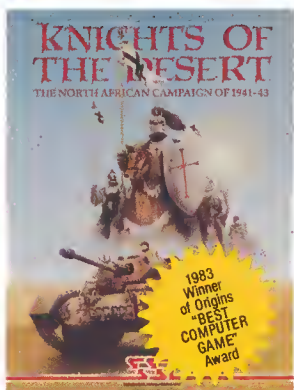
D-day! Re-create the massive Allied invasion of Northern France in June 1944. By Tactical Design Group. INTERMEDIATE. APPLE, ATARI, IBM & C-64.



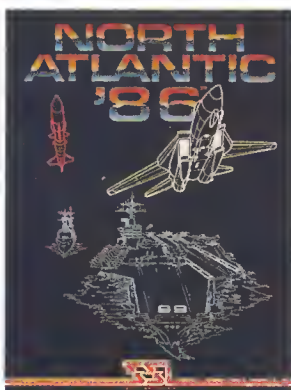
The definitive simulation of the Summer 1942 Mediterranean Campaign; includes the Battle of Crete. By Gary Grigsby. INTERMEDIATE. APPLE.



A monster-scaled computer war-game of this great Pacific land-sea-air campaign of World War II. By Gary Grigsby. INTERMEDIATE. APPLE.



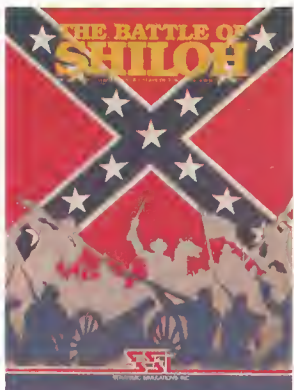
Joust with armored tanks during the North African Campaign of 1941-42. By Tactical Design Group. INTERMEDIATE. APPLE, ATARI, TRS-80 & C-64.



SSI's projection of giant-scale air-land-naval battles in future Soviet-NATO confrontations. By Gary Grigsby. INTERMEDIATE. APPLE.



Lead Easy Company of the First Infantry Division through eight historical battles in North Africa and Europe. By Roger Damon. INTERMEDIATE. ATARI & C-64.



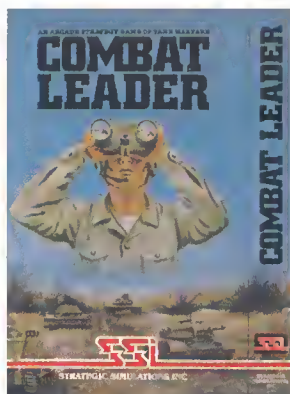
Command Union or Confederate forces in this realistic and enjoyable look at the great Civil War battle for Tennessee. By Tactical Design Group. INTRODUCTORY. APPLE & ATARI.



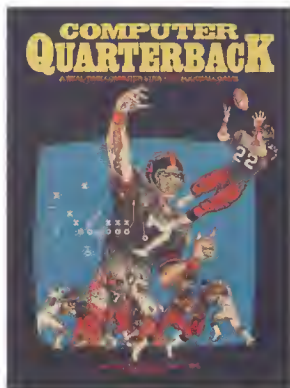
Fly biplanes such as the Sopwith Camel against such legends as the Red Baron during World War I. By Robert Raymond. INTRODUCTORY. APPLE, ATARI & C-64.



An operational-level game of Hitler's final desperate assault — the Battle of the Bulge! By Tactical Design Group. INTRODUCTORY. APPLE, ATARI, IBM & C-64.



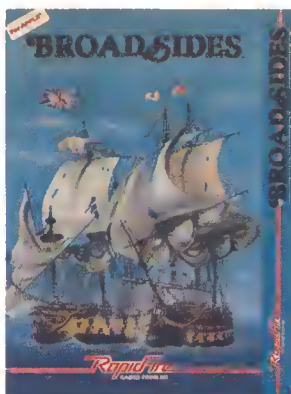
Arcade-like graphics and action plus strategy-gaming sophistication and realism make this a sure winner. Joystick required. By David Hille. **INTRODUCTORY. ATARI & C-64.**



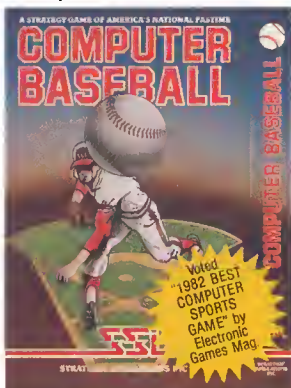
Our popular real-time simulation of semi-pro and NFL football. Game paddles required. By Dan Bunten. **INTRODUCTORY. APPLE & C-64.**



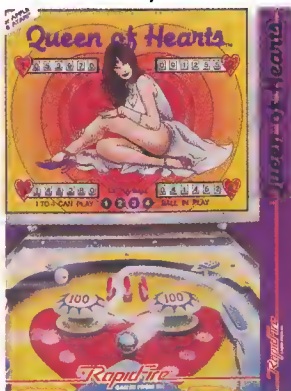
Now, you can manage all the famous boxers of the past and present to find out who really is the greatest of all. By Carl Saracini. **INTRODUCTORY. APPLE & C-64.**



The romantic and adventurous age of fighting sail is here again as you captain an 18th-century warship. By Wayne Garis. **INTRODUCTORY. APPLE, ATARI & C-64.**



Create and manage any team you like in this superb strategy simulation of America's national sport! By Charles Merrow & Jack Avery. **INTRODUCTORY. APPLE, ATARI & C-64.**



Perfect for pinball fanatics who've been yearning for true realism in video arcade action. By John Lyon. **INTRODUCTORY. APPLE & ATARI.**



The South Atlantic is your hunting ground in World War II's first great naval battle. By Joel Billings. **INTRODUCTORY. APPLE.**



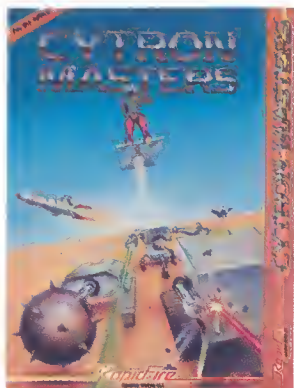
Tee off against the Masters on some of the most challenging and famous golf courses in the world. By Henry Richbourg. **INTRODUCTORY. APPLE & C-64.**



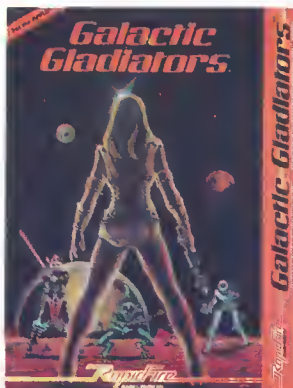
Domination by tactical conquest and fortification is the key to this simple yet challenging classic. By Jim Templeman & Patty Denbrook. **INTRODUCTORY. APPLE, ATARI & C-64.**

WARGAMES

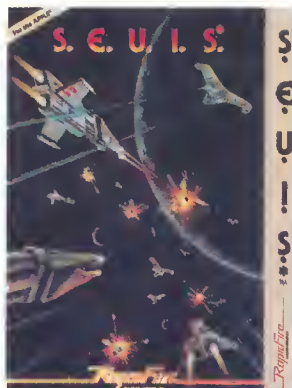
SPORTS & GENERAL TOPIC



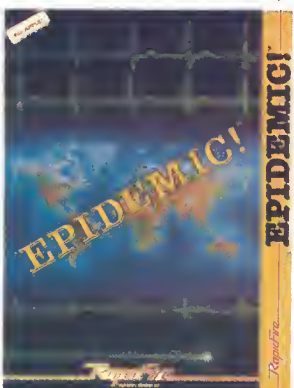
An army of mindless but deadly Cybernetic Electronic Devices is yours to command. Game paddles required. By Dan Buntin. **INTRODUCTORY. APPLE & ATARI.**



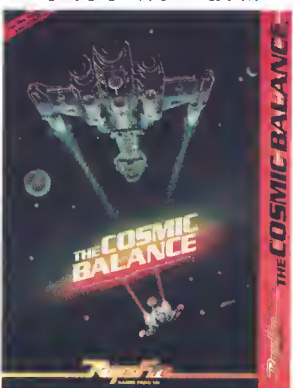
You are caught smack in the middle of a cosmic shootout among 14 bizarre alien species. By Tom Reamy. **INTRODUCTORY. APPLE & IBM.**



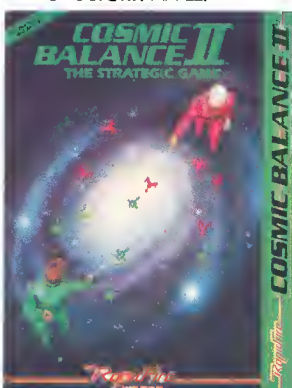
S.E.U.I.S. stands for "Shoot 'Em Up In Space"; it features true arcade action. Need we say more? Game paddles required. By John Lyon. **INTRODUCTORY. APPLE.**



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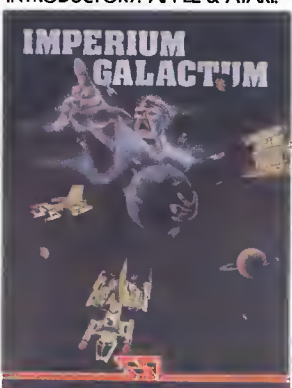
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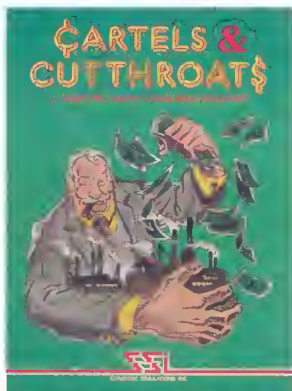


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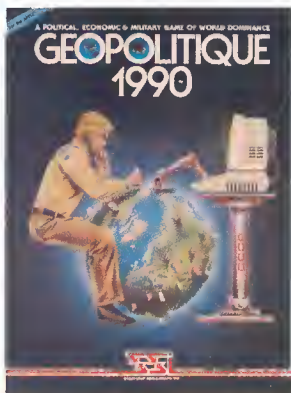


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